

IN THE CLAIMS:

Please cancel claims 1-13, and insert new claims 14-57. The claims are as follows:

1-13. Canceled

14. A method of playing a team combat sport wherein:

each team combats one another to achieve an objective;

characterized in that the teams combat each other within a predetermined game area using at least one hand-to-hand weapon to achieve the objective of hitting out an opposing player by using the weapon to strike a pressure pad in a target area on an opposing player until all the opposing team players are hit out; and

further characterized in that players retain a distinct position, of or initiate play in a distinct position, with respect to the game area.

15. A method as claimed in claim 14 wherein the objective is to hit out a key player or key players on the opposing team.

16. A method as claimed in claim 14 wherein the objective is to hit out all of the players on the opposing team.

17. A method as claimed in claim 14 wherein players aim to hit a target area on an opposing player wherein the target area is selected from: the whole body; the

head; the torso; the upper body; the arms; the legs; the lower body; the groin; the back; at least one shoulder; a pressure pad or pads; and combinations thereof.

18. A method as claimed in claim 14 wherein multiple rounds are played, each round being complete once the objective is achieved.

19. A method as claimed in claim 18 wherein after each round, players in each team rotate position and a new player or players become the key player or players.

20. A method as claimed in claim 14 wherein the combat is scored using methods selected from the group consisting of:

the team that achieves the objective scores a point or points;

the team that wins the highest number rounds is the winner wherein each objective achieved is counted as one round;

the team that wins the highest number of rounds after a set period of time where as many rounds as fit into that time period are completed and wherein each objective achieved is counted as one round;

and combinations thereof.

21. A method as claimed in claim 14 wherein, when a player is hit out by an opponent, they may not participate further.

22. A method as claimed in claim 14 wherein if a player is hit out, that player remains idle.

23. A method as claimed in claim 14 wherein if a player is hit out, that player can participate again in combat after a predetermined period of time has elapsed.

24. A method as claimed in claim 14 wherein if a player is hit incorrectly or unfairly they may continue to participate in the combat.

25. A method as claimed in claim 14 wherein if a player is hit by a fellow team member, then the player hit is then hit out.

26. A method as claimed in claim 14 wherein if a player hits themselves, that player is then hit out.

27. A method as claimed in claim 14 wherein pressure pads are used for registering hits, located on or approximate to key target areas on the player including the head, shoulders and chest.

28. A method as claimed in claim 27 wherein, when a pressure point is hit, a visual and/or audio cue is emitted.

29. A method as claimed in claim 14 wherein each team includes at least three players.

30. A method as claimed in claim 14 wherein each team includes at least six players.

31. A method as claimed in claim 14 wherein each team includes at least one forward player, at least one back player and at least one key player.

32. A method as claimed in claim 14 wherein each team includes three forward players, two back players and one key player.

33. A method as claimed in claim 31 wherein the movement of each player is defined by their designation selected from: forward player, back player, key player.

34. A method as claimed in claim 31 wherein forward players may initially move only within a restricted area within the game area.

35. A method as claimed in claim 34 wherein the restricted area is a lane approximately 10 metres long and 1 metre wide.

36. A method as claimed in claim 34 wherein, if a forward player steps out of the restricted area before they hit out their opponent, then they are hit out themselves.

37. A method as claimed in claim 34 wherein, once a forward player hits out their opposing forward player, they can then move out of the restricted area.

38. A method as claimed in claim 31 wherein back players may move any where within the game area however they must start at a predetermined fixed point within the game area.

39. A method as claimed in claim 15 wherein the key player or players have no restriction of movement within the game area.

40. A method as claimed in claim 31 wherein back players and the key player or key players move together as a unit unless both back players are hit out in which case the key player may move independently of the back players.

41. A method as claimed in claim 14 wherein an automatic hit out occurs on any player if that player steps outside of the overall game area at any point of the game.

42. A method as claimed in claim 14 wherein the weapon is a sword with a handle section and a blade section including:

- (a) a central core common to both the handle and blade sections;
- (b) one rounded cutting edge on the blade section;
- (c) defined blade edges on the blade section;
- (d) a blade cutting edge that is curved along the length of the blade section; and

characterized in that the rounded cutting edge is formed from a separate outer layer material which is attached to the central core.

43. A method as claimed in claim 14 wherein hits are judged visually.

44. A method as claimed in claim 14 wherein at least one umpire is used who is responsible for a respective area of play.

45. A method as claimed in claim 15 wherein umpires are used to control the combat and include a central umpire and key player umpires assigned to each key player.

46. A method as claimed in claim 45 wherein the central umpire oversees combat associated between any players not directly connected with a key player.

47. A method as claimed in claim 45 wherein the key player umpires are responsible for judging combat around each key player.

48. A method as claimed in claim 45 wherein one key player umpire becomes senior to the other when both key players are caught up in the same action.

49. A method as claimed in claim 44 wherein umpires are positioned along side lines of the game area.

50. A method of playing a board game using the method as claimed in claim 14 wherein each player controls the movements of game pieces designated as forward players, back players and key player or players.

51. The method as claimed in claim 50 wherein the success or otherwise of a hit at hitting out an opposing player's game pieces is judged using a skill test.

52. The method as claimed in claim 50 wherein the success or otherwise of a hit at hitting out an opposing player's game pieces is judged randomly by use of a random number generator.

53. The method of claim 52 wherein the random number generator is a die or dice.

54. The method of claim 52 wherein look up tables are used to determine the success of an attack.

55. The method of claim 52 wherein if a particular number is generated that number equates to a mistake and that piece is hit out.

56. The method of claim 50 wherein, when a player's game piece or pieces are hit out, they are removed from the board and may not participate further.

57. The method of claim 50 wherein the key player game piece is distinguishable from other pieces.